ATARI ST

JOE BLADE

NO.1 GALLUP HIT

PLAYERS

Terrorists led by the infamous Crax Bloodfinger have kidnapped six World Leaders. You... Joe Blade, must enter Bloodfinger's lair, liberate all six hostages, prime the explosives and make your escape.

I can't think of many better 'shoot 'em ups' this year. CRASH 94%

Definitely one for the collection.

ZZAP! Silver Medal 92%

This little addition Joe Blade is the most enjoyable game I've played this month!

COMMODORE USER.

©PLAYERS 1987

THE STORY
In an ambitious raid a gang of vicious terrorists led by the infamous Crax Bloodfinger have kidnapped 6 world leaders, demanding 30 billion dollars ransom for their safe release.
Of course, the governments concerned have refused to pay and as the deadline draws near they decide to take the only course of action left open to them. SEND IN JOE BLADE.

Joe Blade – teenage pin-up and pop idol, trained in a Tibetian monastery, a mean, tough fighting machine, whose very name strikes fear into the cold heart of every gangster, assassin, fence, and drug baron.

THE MISSION
You are Joe Blade...
Armed only with a light semi-automatic machine gun, you must infiltrate Bloodfinger's massively fortified HQ and rescue the hostages. Bloodfinger's base is heavily guarded by his private uniformed army and underworld henchmen, contact with which will drain your strength.
The stronghold is also protected by 6 booby-trapped explosive devices, all of which must be activated, giving you twenty minutes to complete your task before Bloodfinger's lair blows up, taking you with it.
To activate these explosives you have to rearrange the access code into alphabetical order, using Left, Right and Fire to swap the letters.
Scattered around are various pieces of equipment and supplies that may be used to your advantage.

CONTROLS
Use a joystick in port 1 to control Joe.
To pick up objects just walk over them.
Press CONTROL to pause.
Press CONTROL + ALTERNATE and the left hand SHIFT key to abort.

CREDITS:
Written by: Kevin Parker
Graphics: Robin Chapman
Design: Colin Swinbourne
Music: Mike Brown
Produced by: Richard Paul Jones

Players Software, Mercury House, Calleva Park, Aldermaston, Berks. RG7 4QW

EmuMovies